Contents

1 Setting

1.1 vimrc

```
set ts=4 sts=4 sw=4
set ai si nu
```

2 Math

2.1 Basic Arithmetic

```
typedef long long ll;
typedef unsigned long long ull;

// calculate ceil(a/b)
// |a|, |b| <= (2^63)-1 (does not dover -2^63)
ll ceildiv(ll a, ll b) {
    if (b < 0) return ceildiv(-a, -b);
    if (a < 0) return (-a) / b;
    return ((ull)a + (ull)b - 1ull) / b;
}

// calculate floor(a/b)
// |a|, |b| <= (2^63)-1 (does not cover -2^63)
ll floordiv(ll a, ll b) {
    if (b < 0) return floordiv(-a, -b);
    if (a >= 0) return a / b;
    return -(ll)(((ull)(-a) + b - 1) / b);
}

// calculate a*b % m
// x86-64 only
ll large_mod_mul(ll a, ll b, ll m)
{
    return ll((__int128)a*(__int128)b%m);
}
```

```
// calculate a*b % m
// |m| < 2^62, x86 available
// O(logb)
ll large_mod_mul(ll a, ll b, ll m)
{
    a %= m; b %= m; ll r = 0, v = a;
    while (b) {
        if (b&1) r = (r + v) % m;
        b >>= 1;
        v = (v << 1) % m;
    }
    return r;
}

// calculate n^k % m
ll modpow(ll n, ll k, ll m) {
    ll ret = 1;
    n %= m;
    while (k) {
        if (k & 1) ret = large_mod_mul(ret, n, m);
        n = large_mod_mul(n, n, m);
        k /= 2;
    }
    return ret;
}

// calculate gcd(a, b)
ll gcd(ll a, ll b) {
    return b == 0 ? a : gcd(b, a % b);
}

// find a pair (c, d) s.t. ac + bd = gcd(a, b)
pair<ll, ll> extended_gcd(ll a, ll b) {
    if (b == 0) return { 1, 0 };
    auto t = extended_gcd(b, a % b);
    return { t.second, t.first - t.second * (a / b) };
}

// find x in [0,m) s.t. ax === gcd(a, m) (mod m)
ll modinverse(ll a, ll m) {
    return (extended_gcd(a, m).first % m + m) % m;
}

// calculate modular inverse for 1 ~ n
void calc_range_modinv(int n, int mod, int ret[]) {
    ret[1] = 1;
    for (int i = 2; i <= n; ++i)
        ret[i] = (ll)(mod - mod/i) * ret[mod%i] % mod;
}
```

2.2 Sieve Methods : Prime, Divisor, Euler phi

```
// find prime numbers in 1 ~ n
// ret[x] = false  ->  x is prime
// O(n*loglogn)
void sieve(int n, bool ret[]) {
    for (int i = 2; i * i <= n; ++i)
        if (!ret[i])
            for (int j = i * i; j <= n; j += i)
                ret[i] = true;
}

// calculate number of divisors for 1 ~ n
// when you need to calculate sum, change += 1 to += i
// O(n*logn)
void num_of_divisors(int n, int ret[]) {
    for (int i = 1; i <= n; ++i)
        for (int j = i; j <= n; j += i)
            ret[j] += 1;
}

// calculate euler totient function for 1 ~ n
// phi(n) = number of x s.t. 0 < x < n && gcd(n, x) = 1
// O(n*loglogn)
void euler_phi(int n, int ret[]) {
    for (int i = 1; i <= n; ++i) ret[i] = i;
    for (int i = 2; i <= n; ++i)
        if (ret[i] == i)
            for (int j = i; j <= n; j += i)
                ret[j] -= ret[j] / i;
}
```

2.3 Primality Test

```
bool test_witness(ull a, ull n, ull s) {
    if (a >= n) a %= n;
    if (a <= 1) return true;
    ull d = n >> s;
    ull x = modpow(a, d, n);
    if (x == 1 || x == n-1) return true;
    while (s-- > 1) {
        x = large_mod_mul(x, x, n);
        x = x * x % n;
        if (x == 1) return false;
        if (x == n-1) return true;
    }
    return false;
}

// test whether n is prime
// based on miller-rabin test
// O(logn*logn)
bool is_prime(ull n) {
    if (n == 2) return true;
    if (n < 2 || n % 2 == 0) return false;

    ull d = n >> 1, s = 1;
    for(; (d&1) == 0; s++) d >>= 1;

#define T(a) test_witness(a##ull, n, s)
```

```
    if (n < 4759123141ull) return T(2) && T(7) && T(61);
    return T(2) && T(325) && T(9375) && T(28178)
        && T(450775) && T(9780504) && T(1795265022);
#undef T
}
```

2.4 Chinese Remainder Theorem

```
// find x s.t.  x === a[0] (mod n[0])
//                === a[1] (mod n[1])
//                ...
// assumption: gcd(n[i], n[j]) = 1
ll chinese_remainder(ll* a, ll* n, int size) {
    if (size == 1) return *a;
    ll tmp = modinverse(n[0], n[1]);
    ll tmp2 = (tmp * (a[1] - a[0]) % n[1] + n[1]) % n[1];
    ll ora = a[1];
    ll tgcd = gcd(n[0], n[1]);
    a[1] = a[0] + n[0] / tgcd * tmp2;
    n[1] *= n[0] / tgcd;
    ll ret = chinese_remainder(a + 1, n + 1, size - 1);
    n[1] /= n[0] / tgcd;
    a[1] = ora;
    return ret;
}
```

2.5 Burnside's Lemma

경우의 수를 세는데, 특정 transform operation(회전, 반사, ..) 해서 같은 경우들은 하나로 친다. 전체 경우의 수는?

- 각 operation마다 이 operation을 했을 때 변하지 않는 경우의 수를 센다 (단, "아무것도 하지 않는다" 라는 operation도 있어야 함!)

- 전체 경우의 수를 더한 후, operation의 수로 나눈다. (답이 맞다면 항상 나누어 떨어져야 한다)

2.6 Kirchoff's Theorem

그래프의 스패닝 트리의 개수를 구하는 정리.

무향 그래프의 Laplacian matrix L를 만든다. 이것은 (정점의 차수 대각 행렬) - (인접행렬) 이다. L에서 행과 열을 하나씩 제거한 것을 L' 라 하자. 어느 행/열이든 관계 없다. 그래프의 스패닝 트리의 개수는 $det(L')$ 이다.

2.7 Fast Fourier Transform

2.8 Matrix Operations

2.9 Gaussian Elimination

2.10 Simplex Algorithm

3 Data Structure

3.1 Order statistic tree

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
#include <ext/pb_ds/detail/standard_policies.hpp>
#include <functional>
#include <iostream>
using namespace __gnu_pbds;
using namespace std;

// tree<key_type, value_type(set if null), comparator, ...>
using ordered_set = tree<int, null_type, less<int>, rb_tree_tag,
    tree_order_statistics_node_update>;

int main()
{
    ordered_set X;
    for (int i = 1; i < 10; i += 2) X.insert(i); // 1 3 5 7 9
    cout << boolalpha;
    cout << *X.find_by_order(2) << endl; // 5
    cout << *X.find_by_order(4) << endl; // 9
    cout << (X.end() == X.find_by_order(5)) << endl; // true

    cout << X.order_of_key(-1) << endl; // 0
    cout << X.order_of_key(1) << endl; // 0
    cout << X.order_of_key(4) << endl; // 2
    X.erase(3);
    cout << X.order_of_key(4) << endl; // 1
    for (int t : X) printf("%d ", t); // 1 5 7 9
}
```

3.2 Fenwick Tree

```
const int TSIZE = 100000;
int tree[TSIZE + 1];

// Returns the sum from index 1 to p, inclusive
int query(int p) {
    int ret = 0;
    for (; p > 0; p -= p & -p) ret += tree[p];
```

```
    return ret;
}

// Adds val to element with index pos
void add(int p, int val) {
    for (; p <= TSIZE; p += p & -p) tree[p] += val;
}
```

3.3 Segment Tree with Lazy Propagation

3.4 Persistent Segment Tree

3.5 Link/Cut Tree

4 DP

4.1 Convex Hull Optimization

4.2 Divide & Conquer Optimization

4.3 Knuth Optimization

5 Graph

5.1 SCC (Tarjan)

5.2 SCC (Kosaraju)

5.3 2-SAT

5.4 BCC, Cut vertex, Bridge

5.5 Heavy-Light Decomposition

5.6 Bipartite Matching (Hopcroft-Karp)

5.7 Maximum Flow (Edmonds-Karp)

5.8 Maximum Flow (Dinic)

5.9 Min-cost Maximum Flow

6 Geometry

6.1 Basic Operations

6.2 Convex Hull

6.3 Polygon Cut